

Silver Twilight Lodge

A stone obelisk topples toward you! Make a **Speed (+3) check**. If you fail, you are reduced to a crimson smear on the floorboards and **devoured**. If you pass, you glimpse of a fleeing cultist - gain 1 Clue token.

Inner Sanctum

The Order has invoked Nasht and Kaman-Tha, who guard the Gates of Sleep. Make a **Luck (+0) check** and gain a Clue token for each success. Then, a gate to the Dreamlands appears and two monsters emerge! If no Dreamlands gate is available, use a random gate.

The Witch House

The blood of a slaughtered lamb has been used to daub hieroglyphs on the walls. Make a **Lore (-1) check** and draw a Spell for each success.

Silver Twilight Lodge

The Magus teaches you Hermetic enchantments. Make a **Lore (+0) check** and compare the number of successes to this table:
0) Lose 2 Sanity.
1) Gain 1 Clue token.
2+) Draw 1 Unique item.

Inner Sanctum

A woman in robes is being forced to drink asp venom from a silver goblet. Pass a **Sneak (-2) check** to get **Clara Geddes** away from her tormentors and take her Ally card. If she's not available, draw 1 Exhibit item.

The Witch House

The corpse in the bedroom has had its heart gnawed out of its chest, and you might be next! Pass a **Luck (-1) check** or you are **Cursed**.

Silver Twilight Lodge

"You are certainly an acolyte with promise..." hisses the Grand Magus. If you can show knowledge of the Mythos, he will share his researches. Pass a **Lore (-3) check** to take **Carl Sanford**'s Ally card. If he's not available, you may pay \$3 to take a Silver Twilight Lodge Membership.

Inner Sanctum

You glimpse a relic that had lain on the bed of the Nile since the days of forgotten Stygia. Pass a **Sneak (-2) check** to draw 3 Exhibit items, keep one, and discard the others. If you fail, discard your Silver Twilight Lodge Membership.

The Witch House

The flames in the fireplace are not of this Earth. You pull an Exhibit item from the fire, but lose 2 Stamina.

River Docks

"There's no hope!" screams the foreign sailor. "We are headed for the Maw of Amen-tet!" He draws a dagger and turns the point towards his heart. Pass a **Fight (+1) check** to gain 1 Common item. If you fail, lose 1 Sanity.

The Unnamable

You see a blind woman standing in the doorway of the house. Behind her, tendrils of tangible darkness are silently reaching out from the cracks in the brickwork! Make a **Speed (-1) check** to warn the woman in time. If you pass, take **Georgina Lucas**'s Ally card. If you fail, lose 2 Sanity. If she's not available, you are **Blessed**.

Unvisited Isle

This isn't an island. Islands *don't have mouths*. Make a **(+0) check** using a **skill of your choice**. If you fail the check, you are **devoured**.

River Docks

You stumble upon hooded figures dumping something into the river. Draw two Cultists from the cup and fight them. If you defeat them, and it's not **night**, draw a random monster trophy from the cup. If it is **night**, you are **delayed** instead.

The Unnamable

The rotten walls are dripping with luminous golden hieroglyphs that begin to flow across your body. You may discard a Unique item. If you do, draw 1 Exhibit item.

Unvisited Isle

You discover a circle of salt and the bloodied remains of a white cockerel. Gain 1 Clue token. Until the end of next turn, all your spells have a Sanity cost of 0. Keep this card until then as a reminder.

River Docks

A weapons shipment has been left unguarded. Take the first two Weapons from the Common item deck, then make a **Sneak (-1) check**. If you fail, you are **arrested**.

The Unnamable

"It was everywhere - a slime, yet it had shapes, a thousand shapes of horror beyond all memory!" A Formless Spawn appears. If you defeat it, draw 1 Unique item.

Unvisited Isle

In a crude shack you find a sculptor who is unnaturally obsessed with finishing an inhuman clay idol. Pass a **Luck (-1) check** to break him free from the idol's power and take **Cyprian Sinecaul**'s Ally card. If you fail, a monster appears. If Cyprian is not available, take a random monster from the cup as a trophy.

Silver Twilight Lodge

The Order serves dinner - but the main course is crawling with hungry scarab beetles! Raise the Terror level by 1, and make a **Will (+0) check**. For every success, gain 1 Clue token. For every failure, lose 1 Sanity.

Inner Sanctum

The Grand Master is casting runes and invoking ancient Thoth-Amon. 'Flip' a Doom token in the same way as you'd flip a coin. If the 'Eye' lands face up, add the token to the Doom track. If the 'Elder Sign' lands face up, place the token on the Silver Twilight Lodge as a **seal**.

The Witch House

If it is **day**, the house is quiet and you regain 2 Sanity. Otherwise, a gate and a monster appear!

River Docks

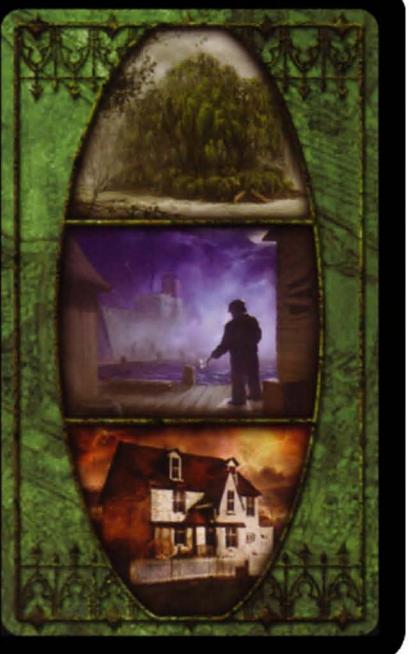
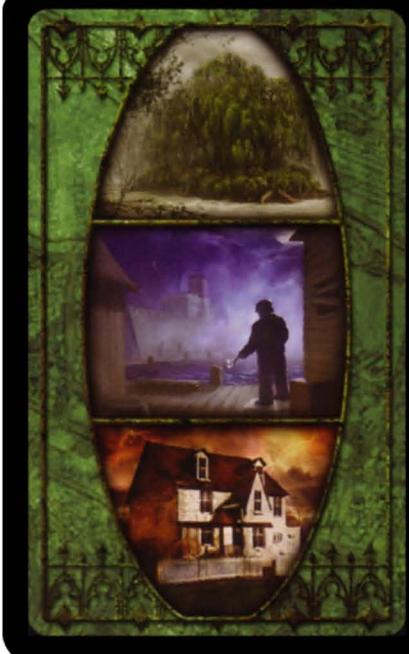
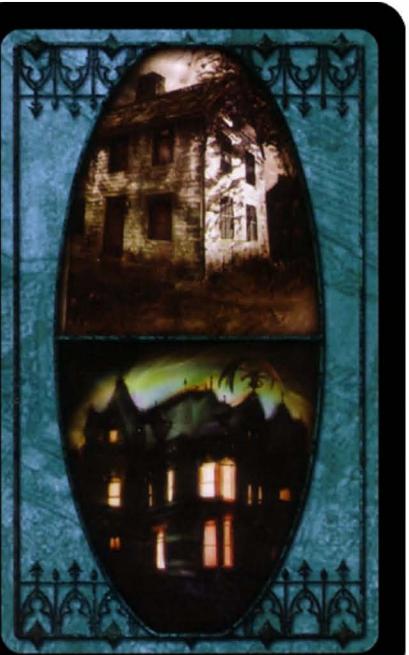
A sarcophagus is being unloaded from a cargo ship - but at the last moment the winch snaps and the coffin crashes down. The lid flies off, and a desert wind howls from within the casket. A gate opens. If it is **night**, a monster appears.

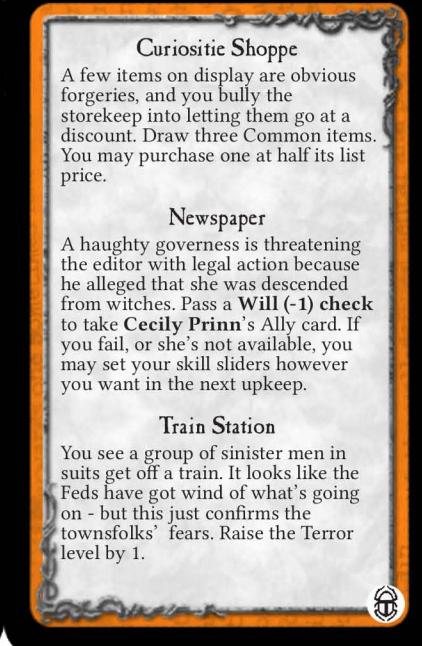
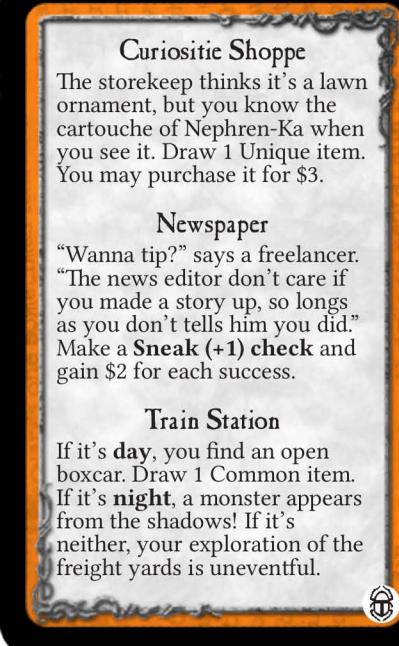
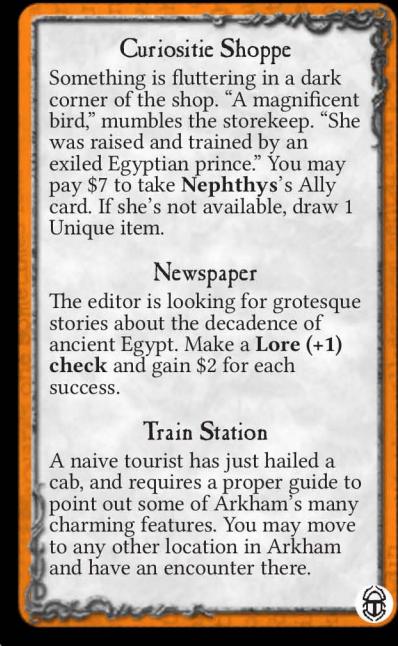
The Unnamable

The yellow wallpaper contorts in hideous patterns, and the gas pipes are whispering your name! Make a **Will (+0) check**. For every failure, lose 1 point of Sanity. If you do not go **insane**, you discover the cartouche of Nitocris - gain 2 Clue tokens.

Unvisited Isle

The waters of the Miskatonic are rising fast! You can make a **Speed (+0) check** to move to the street. If you stay, or fail the check, gain 1 Clue token but stay here next turn.







Black Cave

As you approach the cave mouth, a vast, shambling black shape roars past you into the Arkham mists. You may make a **Speed (+0) check**. If you pass, a monster appears! If you fail, raise the Terror level by 1.

General Store

The storekeep thinks he's selling you a worthless trinket - but it's actual a relic from the Museum collection. Draw 1 Exhibit item. You may purchase it at half its list price, rounding up.

Graveyard

"We eat all creatures else to fat us, and we eat ourselves for maggots." Lose 1 Sanity or Stamina, then gain 1 Sanity or Stamina.

Black Cave

The stalactites resemble fangs, as if you have been swallowed by an immense beast. Pass a **Will (-1) check**. If you fail, move to the street. If you pass, your search yields 1 Common item.

General Store

The storekeep is trying to attract a better class of customer. Make a **Luck (-2) check**. If you pass, you get a permanent \$1 discount on items purchased at the General Store - keep this card as a reminder. If you fail, place this card beside the board, and from now on, the General Store is **closed at night**.

Graveyard

You have only seconds to bar the gates before the slavering jackal-things escape into Arkham! Make a **Speed (-2) check**. If you pass, return all monsters in the Outskirts to the cup. If you fail, raise the Terror level by 1.

Black Cave

The subterranean shrine's greatest treasure is balanced on top of an ancient mechanism. Make a **Sneak (-2) check**. If you pass, draw 1 Exhibit item. If you fail, the massive door grinds shut - you are *delayed*.

General Store

The storekeep has discovered an old sea-chest full of crumbling papyrus. Search the Common Item deck for the first three **Tomes**. You may purchase one of them for its list price.

Graveyard

You stumble across a lead casket containing four canopic jars. Make a **Will (-1) check**, a **Fight (-1) check**, a **Lore (-1) check**, and a **Luck (-1) check**. For each check you pass, gain 1 Clue token. If you fail all four checks, you are **devoured**.

Black Cave

You discover the fresh remains of a stunted, shaggy ape-beast - but to your horror, you realize that the creature had once been a MAN!! Lose 1 Sanity from this dreadful revelation. Then, if it is **day**, gain 1 Clue token.

General Store

The store has been looted during the night. You may make a **Sneak (-1) check** to pinch a Common item from the window while no-one is looking.

Graveyard

You hear a scratching sound coming from beneath a heavy stone slab. Pass a **Fight (-1) check** to lever up the stone. If you pass, you find a small, nervous man in the tomb beneath. He is immensely grateful for being rescued. Take **Harley Warren**'s ally card. If it's not available, draw 1 Unique or Exhibit item.

Historical Society

A scholar speaks on the subject of Baneb-Djedet, whose cult vanished six thousand years ago. You may search the Skill deck and take one skill with the word 'Lore' in its text.

Ma's Boarding House

You discover a cache of forged identity papers - someone is not who they claim to be. You may choose one Ally in play, return it to the box, and replace it with a random Ally.

South Church

"*Ia Namtaru! Ia Zixul zi Azkak! Ia Gula! Alal uguae Utukku Xul!*" The new priest is not settling in very well. Move to the street. If the Terror level is 5 or more, South Church is **closed** for the rest of the game.

Historical Society

An Egyptologist is giving a talk on the subject of the deciphering of the Rosetta stone. Choose one **Tome** in your possession. Resolve its effect as if you had just passed the required Skill test (if applicable).

Ma's Boarding House

A drifter is being escorted to the madhouse, raving about the 'onyx sarcophagi'. You can eavesdrop on his lunacy and gain 2 Clue tokens, but you must immediately move to Arkham Asylum and have an encounter there.

South Church

Father Forrester offers to take your confession. Regain 1 Sanity for each Clue token in your possession. If it is **day**, you become *Blessed*. If it is **night**, you become *Cursed*.

Historical Society

Tabitha Phelps locks you in the Society's basement, convinced that you are a slave of the Crawling Chaos. Pass a **Fight (-2) check** to make her see reason and take her Ally card. If you fail, you are *delayed*. If she's not available, draw two Spells and discard one of them.

Ma's Boarding House

You rest awhile and regain your strength, but the townsfolk are starting to regard your investigation as 'bad news'. Roll a die and gain that many points of Stamina, but the Terror level is increased by 1.

South Church

The powers that toil beneath the pyramids do not care for the sanctity of temples to feeble, infant gods! A gate opens and a monster appears!

Historical Society

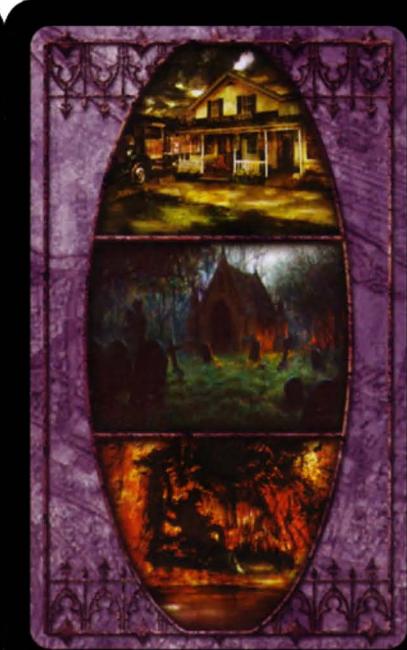
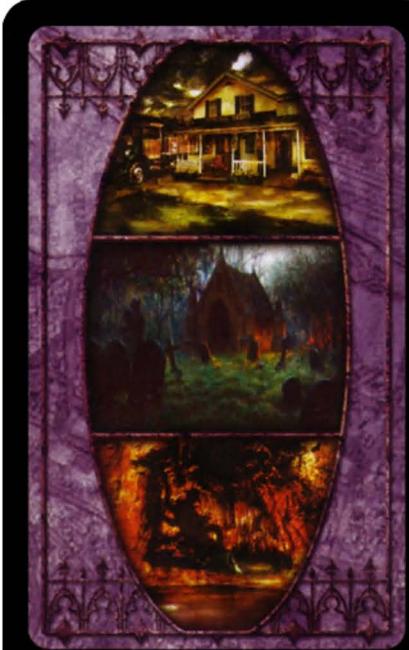
A preacher from the Church of Starry Wisdom is collecting money for the poor. Donate \$1 to make a **Luck (-1) check**. If you pass, you are *Blessed*.

Ma's Boarding House

For some people, the lure of gold is enough. You may discard an Exhibit item to search the Ally deck and take one Ally of your choice. If it is **day**, gain 1 Clue token. If it is **night**, discard 1 Clue token.

South Church

Father Forrester teaches you a Latin prayer which is said to ward off the Typhonian beasts of legend. Gain 1 Sanity for each monster trophy and gate trophy in your possession.



St. Mary's Hospital

You assist in the unwrapping of an embalmed corpse. Gain 1 Clue token and make a **Will (-1) check**. If you pass, you discover one Unique item under the bandages.

Woods

You begin to fear that the willows themselves are against you. Pass a **Will (-1) check** or flee to the street. If you remain here and it is **day**, you find a hidden stash - draw 1 Common item.

Ye Olde Magick Shoppe

Elspet Carls is here, giving tarot readings and peddling icons of Bast. Make a **Luck (-1) check**. If you pass, take Elspet's Ally card. If you fail, or she's not available, look at the top three cards of the Mythos deck and put them back in the same order.

St. Mary's Hospital

The parasites cannot be allowed to hatch, even if that means killing the human hosts! Make a **Speed (+1) check**. For every failure, a monster appears. Move them and yourself to the street.

Woods

Towering, elemental shapes trudge through the trees. Make a **Sneak (-1) check**. If you fail, a monster appears. If you pass, draw two monsters from the cup and choose which one appears. Return the other to the cup.

Ye Olde Magick Shoppe

If it is **day**, you may flip the Day/Night card over to draw 1 Unique item. If it is already **night**, you may discard a Spell to flip the Day/Night card over.

St. Mary's Hospital

The incinerator has been used to destroy more than just medical waste. Pass a **Lore (-2) check** to gain 1 Clue token and draw 1 Spell.

Woods

The gang fought hard for their territory, but the Ram-God's minions are legion. Draw three Cultists from the cup. For each Cultist you defeat, gain 1 Common item. If you defeat all three, a Dark Young appears.

Ye Olde Magick Shoppe

Certain 'special' items have become available on the black market. You may pay \$5 to draw 1 Exhibit item.

St. Mary's Hospital

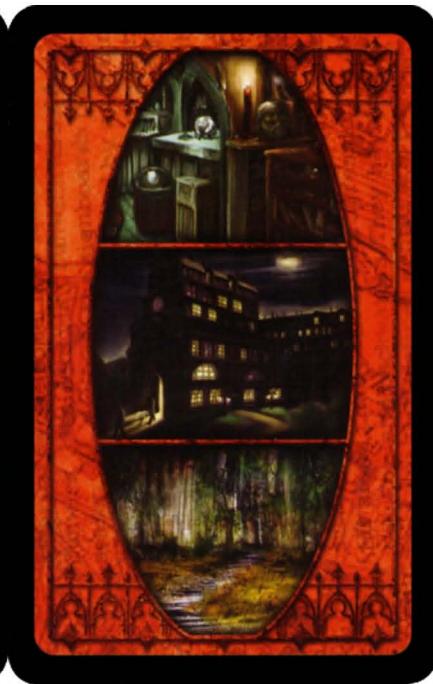
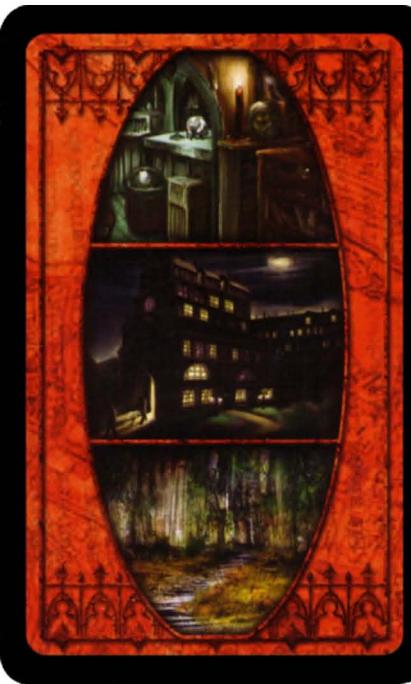
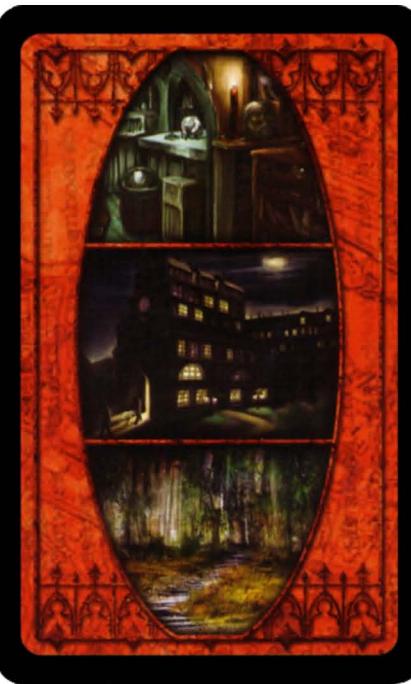
You are given an injection of morphine. Gain 2 Stamina or Sanity.

Woods

A blood-streaked girl crouches in a moonlit glade. Around her lie a dozen members of the Sheldon Gang, torn limb from limb. Pass a **Sneak (-3) check** to avoid scaring her off - take the **Shub'Niad** Ally card. If she's not available, gain a gate trophy from the stack instead.

Ye Olde Magick Shoppe

A naive shopper foolishly reads aloud a Sathlattic verse from the *Cthäat Aquadingen*. His body splits open violently and spills forth alien light. A gate and a monster appear!



The Dreamlands

Your ship sails along the very edge of the world. If you are *Blessed*, return to Arkham. If you are *Cursed*, you are *lost in time and space*.

Yuggoth

A vast, crumbling arch of necrotizing fungi leads to a glowing dimensional cyst. Pass a **Luck (-1) check** to cross safely. If you fail, you are *delayed*.

Other

A priest of Xada Hgla nests in your brain, and trepanation is the only cure! Lose 2 Stamina. If you are not *lost in time and space*, gain 2 Sanity.

Abyss

Carriion-slugs crawl from the pit, gnawing at the living and the dead alike! For each monster trophy you possess, lose 1 Stamina or discard that trophy.

Yuggoth

Talons clasp your shoulders and you are carried high above a shifting green sea. Make a **Will (+0) check**. If you fail, move to the first area of Yuggoth, and you are *delayed*.

Other

The pictograms in the pyramidal temple foretell the approach of the Nemesis Star. If your Sanity is 2 or below, lose 1 Sanity and gain 1 Clue token.

Abyss

You drift aimlessly among doomed spirits, through the outer darkness behind the stars. No encounter.

Cleano

Escape was impossible, so the hounded thief turned the strange weapon on himself. A monster appears! If you defeat it, draw 1 Unique item.

Other

Ethereal insects flit about, buzzing strange music. Pass a **Luck (-1) check** to draw 1 Spell. Keep the spell, but immediately lose Sanity equal to its Sanity cost.

The Dreamlands

Across the black river, you can see a familiar skyline. But the bridge-keeper demands payment. Discard 1 item to immediately return to Arkham.

Abyss

A blind seer tells of the heinous crimes for which the Gugs were banished from the world above. Make a **Will (-1) check** or lose 2 Sanity.

Other

The tremors are caused by the ceaseless writhing of the Worm That Gnaws In The Night. Pass a **Luck (+0) check** or lose 2 Stamina.

Yuggoth

An immense proboscis descends from a purple sky, spewing corrosive fluids. Lose 1 Stamina or discard 1 Common item.

Cleano

The volumes in the library are disintegrating in clouds of yellow sparks. Pass a **Speed (-1) check** to save the volume you're after. Draw the first *Tome* from the Unique item deck.

Other

In a temple of grey glass, you witness the unfathomable blood-rites of L'rog'g. Lose 1 Sanity but gain 2 Clue tokens.

The Dreamlands

Among the ruins of Sarnath, you meet a fellow dreamer. Make a **Will (-1) check**. If you pass, take this card. When you close a gate to the Dreamlands, discard this card to draw 1 random Ally.

Cleano

Every stone of this ancient place is covered in the spidery writing of alien architects. Lose 1 Sanity.

Other

The supplicants of Z'uqqa-Mogg are far from human. A hideous monster appears!

The Dreamlands

You stumble silently through a luminous forest. Pass a **Speed (+0) check** or you are *delayed*.

City of the Great Race

Asymmetrical clawed arms click and twist in the sapphire fog of a nameless necropolis. Lose 1 Sanity.

Other

You come to a pyramid, all covered in ice. "There's a body here somewhere," mutters the stranger, "That I mean to find." You may make a **Sneak (+0) check** to gain 1 Clue token. If you fail, you are *delayed*.

City of the Great Race

Hungry polyps suck and slobber at your heels as you flee. Discard a monster trophy or be *delayed*.

Cleano

The shelves hold memories of dead civilizations, recorded on shards of magnetic crystal. You may discard all your Skills to draw that many new Skills.

Other

The Egyptian kings sang of gods and pyramids of stone, but they left the deserts clean and empty. No encounter.

